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GARGOYLES

INSTRUCTION MANUAL

DESIGNED BY SEGA CORPORATION FOR THE
SEGA GENESIS™ AND SEGA SATURN™

WITH ART CONCEPTS AND CHARACTER
DESIGN BY GUERRA VISTA™

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GUERRA VISTA
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SEGA VIDEO INFORMATION
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GARGOYLES

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GET READY, GARGOYLES!

1. Set up your Sega™ Genesis™.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the Gargoyles cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch to ON. You should see the Sega title screen, then the Gargoyles title screen.



HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.

- Do not bend it, crush it, or otherwise fit in liquid.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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THE ONCE AND FUTURE GARGOYLE

JUNE 1000...

In the year 1004 AD, a power-crazed Viking chieftain orders the sorcerers in his command to create a weapon of ultimate destruction that he can use to conquer the world. Through their mystic arts they bring into being an evil artifact of unimagined power: the Eye of Odin. So terrible is this device, it corrupts all who dare to possess it. The Viking chieftain uses it to wage war upon an unsuspecting Northern Europe and the British Isles.

The Viking raiders find little resistance until they reach Castle Wyvern in Scotland. Defending the castle is the guardian known as Goliath, the powerful leader of the ancient race of creatures known as gargoyles. He possesses stone-crushing strength, huge bat-like wings and can climb the steepest rock walls and ceilings of the castle by slipping his razor-sharp talons into their surfaces. In Goliath, the Vikings have found a fearsome opponent.

Secluded below the castle are the subterranean chambers of the Roostery which contain the ancient eggs of Goliath's clan. Should he fail, his entire race is doomed to extinction.

Despite his defeating the Vikings, Goliath is blamed for the ruin of the castle and falls under a curse. He is forced into a stone statue, doomed to remain that way until Castle Wyvern falls upon the clouds.



CLOSE TO HOME...

A thousand years later, no ancient cities greet the modern day Manhattan skyline. Castle Wyvern has been rebuilt atop a massive skyscraper.

Above the clouds.

The castle is broken. Gollath awakens in a new world and for the first time in a millennium, a gargoyle rules the night.

Gollath becomes aware of a familiar evil presence in this bizarre land — an evil he has fought before. Somehow, the Eye of Odin survived the centuries with Gollath and leads a new type of army on a path of destruction.

Gollath must chase the Eye of Odin across the rooftops of the sprawling metropolis, battling the mechanical terrors that have been programmed to destroy him. The Eye of Odin must be destroyed and only Gollath possesses the knowledge and the power to succeed — and survive.

TAKE CONTROL OF THE NIGHT



Listed below are the buttons on the Genesis Control Pad you will be using to maneuver Gollath. They are: the Directional Pad (D-Pad), Start, Button A, Button B and Button C.

Special Note: Buttons X, Y, and Z on the 6-button Genesis Control Pad are not used in this game.

D-Pad - Moves Gollath Left and Right.

Press Up to make him look up. Press Up while he's clinging to a wall to make him climb up the wall. Press Up while Gollath is crawling across a ceiling to use his wings as defensive shields.

Press Down to make him crouch or duck down. Press Down while he's clinging to a wall to make him slide down the wall.

Button A - Press once to throw an enemy (orb) in Goliath's reach.
Hold Button A to slam an enemy into the ground.

Button B - Press once to make Goliath wipe his claws in an uppercut.
Tap Button B twice to make Goliath perform an uppercut followed by a low slash in a combo move.
Tap Button B three times and Goliath uppercuts, does a low slash, then follows through with a smashing overhead blow.

Button C - Press once to make Goliath jump.
Tap Button C twice to make Goliath jump and Rap his wings.
Press Button C once after Goliath is struck during an attack or after he collides with a solid object, and he performs a Rap to give himself extra HP.

Start - Press this button to pause the action of the game. Press it again to resume game play.

SPECIAL MOVES

Shoulder Fall - This move can be used by Goliath to attack his enemies and break through doors and weak walls. Run either Left or Right and tap Button B to perform this move.

Hook Dive - Use this move to have Goliath break through skylights and weak floors and to dive down on enemies in fence attacks!

Press Button C to make Goliath jump (or leap from a platform). Once while he is in the air, press Button A to perform the Hook Dive.

Crunch Kick - Press Down (Left or Right) on the D-Pad then Button B to look out of your enemies.

THE GAME SCREEN



A meter appears on the lower left side of the screen that indicates Goliath's current health. As enemy attacks take their toll, the bar within turns from green to yellow. When it begins to flash red, Goliath must beware — or soon perish.

When Goliath has collected a magic shield, his bar flashes white. While it does, Goliath is invulnerable to any type of damage.

Next to the health meter is the number of lives Goliath has left. If Goliath is defeated when this number reaches zero, the battle is lost. However, if he has collected an enchanted Gargoyle Talon, he will be given the opportunity to continue. (See "Bonus Items" on page 15.)



Options Screen

This screen offers the following settings:

- The level of difficulty (Easy, Normal, Hard)
- Sound On/Off
- Music On/Off
- Sound Test - This plays individual effects from the game.
- How the controls are set. If you do not change this setting they are automatically set at A = Throw, B = Clear/Block, and C = Jump/Fly.

WHO YOU ARE AND WHAT YOU'RE UP AGAINST

Golems

Protector of Castle Wyvern and guardian of the race of gargoyles, Golems is the only hero strong enough to defy the Eye of Odin and he will not rest until the evil that it has created has been erased forever.



Vikings

The Vikings are the scourge of the tenth century. Among the host of invaders are archers, defenders, berserkers, ruffians and sorcerers.



ANCIENT WEAPONS

Goliath not only faces the invading Vikings, but the cattle demons as well. The Vikings have turned all of the available weapons against Goliath in their attempt to win Castle Wyvern. Torrents of boiling oil, flaming ballistas and stones launched by catapult are aimed at Goliath.

Devil-Sorcerer



This wicked magician has used the Eye of Odin to transform into this hideous creature. His power greatly increased, the Devil-Sorcerer is now capable of creating Goliath.

Robots

In the modern world, someone has used the Eye of Odin to create an arsenal of deadly robots. Each robot has its own fighting characteristics and strength. The robots include: Knight, Captain, Hunter and Archibot.



Thor 3000

Named after the Norse God of thunder, the Thor 3000 strikes with a futuristic plasma hammer. It also releases powerful plasma bolts and attacks with a mighty charge.



Steel Clay/ Crimson Clay

These futuristic purple mecha-like slash with steel talons and become jet-propelled hovering mass of will. Can Gollath fight enemies programmed to watch his moves for moves?



Garmech

Named after the higher guardian in the underworld, the Garmech is a blend of robotics and magic. Like its legendary counterpart, this wolf-like predator will let no creature pass... alive.



Eye of Olla

The Viking ancestors hoped to create a tool of ultimate destruction. With the Eye of Olla, they succeeded all too well. It granted them awesome powers. Their armies were made nearly invincible. At an unexpected command, the Eye of Olla could spawn fearsome and terrible creatures. Completely corrupted by its evil, those who possessed the artifact would eventually want all its power for themselves. The Eye of Olla would fulfill these desires — with monstrous results.



BONUS ITEMS

Danger and destruction aren't the only things that lie in the wake of the Eye of Odin. As he pursues his enemies, Goliath will find many items to help him in his battles. In some cases, these powerful artifacts will have been left behind by others fleeing the incoming tide of evil. They are also often found in the possession of enemies, humans or viles. When Goliath defeats the enemy, he will be able to make use of the items the enemy may be carrying. The more enemies Goliath defeats, the more artifacts he may find. And the more dangerous foes often carry the most powerful artifacts. They are:

-  **Shield**
Makes Goliath temporarily Invulnerable
-  **Hammer**
Gives Goliath a One-Hit Kill temporarily
-  **Chalice**
Partial restoration of Health Meter
-  **Chest**
Fully restores his Health Meter
-  **Gargoyle Toss**
Grants one extra Life
-  **Enchanted Gargoyle Toss**
Grants one extra Continue

IN THE DAYS OF THE VIKINGS



Evil Awakens

The story begins of Carlin Wyren in ancient Scotland. Goliath, the lone warrior guarding the battlements, must repel the Viking invaders at all cost! He dodges arrows and axes, engages enemies in close-to-hand combat and searches his way through the way castle walls in order to get to their secreted lair.

The Sorcerer Strikes

After successfully defending the castle, Goliath descends into a secret courtyard which hides a powerful sorcerer. This magician was instrumental in creating the Eye of Odin and wields considerable power! The sorcerer uses scorching lightning bolts and a mighty hammer in his attacks. Goliath must defeat this tainted mage to finally drive the Vikings from the castle.

Siege Of The Rookery

Devoted at their loss at the castle, the Vikings descended into the depths of the gargyle Rookery. There they seek to destroy the developing gargyle egg to wreak revenge on Gellath and his kind. Amid an inferno of lava, fire and volcanic energy that incubates the eggs, Gellath battles to save the Vikings before they destroy the last hope of his race.



Odin's Wrath

The once-defeated sorcerer calls upon the Eye of Odin to grant him enough power to defeat Gellath. Merging with the ancient artifact, the evil mage is mutated into a hammer-wielding Demi-Sorcerer — a creature of awesome might. His hammer returns to him when tossed and impacts the ground as hard that sparks fly! This is Gellath's greatest foe in the Viking era. To lose now is to condemn the race of gargyles to extinction.

IN THE REALM OF MODERN MANHATTAN

Stone and Steel

Gellath awakens in a strange new world. His enemies are not even alive (or he knows life), but mechanical mechanicals of other creatures. Impossible as it may seem, someone has resurrected the Eye of Odin and is using it to begin a reign of terror in this new age.

Gellath pursues the Eye of Odin across the city's rooftops by scaling walls, leaping from building to building, swinging from lightpoles, clinging to fire escapes and breaking through skylights and weak construction. But Gellath himself is hampered—by dangerous robots controlled by the unknown force that now wields the Eye. As Gellath faces this new and more powerful enemy, he realizes that although the time has changed, his mission remains the same: to stop the Eye of Odin and those who would unleash its evil upon humanity.



Free Fall

The Eye of Otila creates the Midway Climber — part spider, part elevator and all evil. Goliath must avoid being knocked into the chasm below as he fights to reach the Eye of Otila. This powerful creature has a single goal: the fall of Goliath!

Subterranean Terror

After Goliath's struggle with the monstrous elevator, he finds himself beneath the city. He must now contend with numerous robotic foes on a runaway subway train. Goliath can smash through the rooftop skylights of the railway cars to lead traffic as well as crash through the connecting floors. However, he must beware of the many holes torn in the floors by dirty robot plasma bolts. Goliath also gets to meet one of the Eye of Otila's greatest creations, the Thor 3000.



Ambush

From the engine room of the subway train explodes the vicious Steel Claw. Goliath must face wave after wave of these aerial assaults as their evil leader hovers nearby. Should the minions be defeated, the Crimson Claw will try to make sure it's the end of the line for Goliath.

The Forge

Goliath has discovered the spawning ground of the Eye of Otila's deadly machines. He now realizes that some living forces must have guided the Eye of Otila to create this labyrinth of metallic death. As he scores the platforms suspended above molten steel, he must fight his way through the elite robot guards that are created almost as quickly as he can dispatch them.



The Final Fury

Goliath has waged a non-stop war against the foe of humanity who has used the powerful Eye of Otila in the modern age to create the hideous killer robots. Can Goliath defeat the only being who has ever been able to master the evil Eye of Otila?

TACTICS, TRICKS & TIPS

Here are a few tips to making your way through this game. You may need to refer to this page from time to time when you get locked in the tougher areas.

- Goliath is a creature of living stone. He's leaner and stronger than humans — use this to your advantage as you crash through barriers like mesh floors and skylights.



- Goliath can use catapults to gain higher ground.
- Goliath cannot truly fly upwards, but he can ride strong air currents to reach higher levels. These currents can be found in the modern world as well!
- Goliath can attack while he's airborne. Just because he's in the middle of a jump doesn't mean he's completely defenseless.

- Have Goliath look for hidden chambers and secret rooms throughout the many levels to find even more bonus items.
- Don't underestimate a well-timed duck. Having Goliath dodge attacks is not cowardly, it's a form of self-preservation!
- Have Goliath use his wings to defend himself while he's climbing across the ceilings!
- Wait for the Raptors to jump first — THEN take a swing at them.

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- You need a touch tone phone to receive hints from this line.
- Please get your parents' permission (if you are under 18 years of age) before calling this number.

The number to call is: (810) 840-0057

NOTES

Lined area for notes, consisting of approximately 20 horizontal lines.

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